

**IN THE CLAIMS:**

1. (original) A system, comprising:
  - a first unit to generate an interactive 3-D electronic programming guide (EPG);
  - and
  - a database interconnected to an offline archive storing a plurality of objects associated with past programming events.
2. (original) The system of Claim 1 wherein the system comprises a set-top box, a television, or a VCR.
3. (original) The system of Claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.
4. (original) The system of Claim 1 wherein a memory in the system contains a plurality of objects associated with current programming events, a first class of objects providing plurality of virtual worlds included in the 3-D EPG.
5. (original) The system of Claim 4 wherein the memory in the system includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
6. (original) The system of Claim 5 wherein the second set of objects includes localized content.

7. (original) The system of Claim 4 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce.

8. (original) The system of Claim 1 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.

9. (original) The system of Claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

10. (original) The system of claim 6 wherein the localized interactive content of the third set of objects is uploaded in real time.

11. (original) The system of claim 10 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.

12. (original) A method, comprising:

generating an interactive 3-D electronic programming guide (EPG); and providing a database interconnected to an offline archive storing a plurality of objects associated with past programming events.

13. (original) The method of Claim 12 further including storing in a memory a plurality of objects associated with current programming events.

14. (original) The method of Claim 13 performed by a set-top box, a television system, or a VCR.

15. (original) The method of Claim 13 wherein the plurality of objects includes a first set of objects providing plurality of virtual worlds included in the 3-D EPG.
16. (original) The method of Claim 15 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
17. (original) The method of Claim 16 wherein the second set of objects includes localized content.
18. (original) The method of Claim 17 wherein the plurality of objects includes a third set of non-EPG objects including objects used for e-commerce.
19. (original) The method of Claim 18 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
20. (original) The method of Claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
21. (original) The method of claim 20 further including uploading the localized interactive content of the third set of objects in real time.
22. (original) The method of claim 21 providing a user interface coupled to the EPG for a user to interact with the localized interactive content.

23. (original) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising: generating an interactive 3-D electronic programming guide (EPG); and providing a database interconnected to an offline archive storing a plurality of objects associated with past programming events.
24. (original) The machine-readable storage medium of Claim 23 stored in a set-top box, a television, or a VCR.
25. (original) The machine-readable storage medium of Claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.
26. (original) The machine-readable storage medium of Claim 24 further including instructions to provide a plurality of objects associated with current programming events, including a first class of objects providing plurality of virtual worlds included in the 3-D EPG.
27. (original) The machine-readable storage medium of Claim 26 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
28. (original) The machine-readable storage medium of Claim 27 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce.

29. (original) The machine-readable storage medium of Claim 28 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
30. (original) The machine-readable storage medium of Claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
31. (original) The machine-readable storage medium of Claim 30 wherein a user of the system chooses a virtual world to display programming information.
32. (original) The machine-readable storage medium of Claim 28 wherein the second set of objects includes localized content.
33. (original) The machine-readable storage medium of Claim 32 wherein the localized interactive content of the third set of objects is uploaded in real time.
34. (original) The machine-readable storage medium of Claim 33 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.